ARTIST STATEMENT - JIAYI LIU

As a new media artist, I open up virtual environments which invite audiences to immerse, to perform a role, and to reimagine the potential of reality. Based on the notion of world-building, each work is an event complete with its own set of embedded rules. My work is also about your interpretation of those rules, although it is a product of my insights. I am interested in how technology helps evoke a sense of presence within these simulated scenarios; it reflects back to us the role we are acting within the system in reality while conveying a signal that things can and shall be different.

Using computational technologies to construct a temporary world, I go from my experience to explore a variety of topics, including the housing crisis, state power, loss of faith within the fluid modernity, anthropocentrism. Despite the topics varying, my practice is fueled by self-reflection and research about how personal standpoint fluctuates under the unspoken rules structured by technology, mainstream ideology, and traditions. The inner feelings of alienation, distrust, fleeting pleasure, and marginalization lead me to further investigate how people might try to align with a larger dynamic system while enduring psychological distress. I consider the virtual environment as a liminal space being witnessed, where intimate emotions entangle with political, social, or ethical values.

I employ multidisciplinary approaches (3D animation, Creative Coding, Artificial Intelligence, etc.) to explore "touching the rules" as a means of empowerment. By reversing cause and effect and distorting the relationships of objects in virtual reality, the process of perceiving, establishing, or changing rules brings about healing, empathy, and exploration of personal values. I encapsulate certain emotions within a world created using a game engine, where those fleeting thoughts find their home, perpetually cycling according to certain rules. Additionally, some of my works derive their meaning from audience participation in collectively following or shaping the rules. I collaborate with emerging technologies to immerse audiences in simulated scenarios, where they can experience and understand the similarities and differences in people's positions within the system.

I continuously attempt to construct trusting spaces, where emotions, societal norms, and individual perspectives coalesce and diverge. In these liminal worlds, attention is given to the real faces of those who, within the social system, are treated merely as cogs, removing their masks. Here, we re-establish connections and influence the rules of reality through reaching a consensus.

艺术家陈述 - 刘佳逸

作为一名新媒体艺术家，我创建虚拟环境，邀请观众沉浸其中，扮演角色，并重新想象现实的可能性。基于世界构建的概念，每件作品都是一个具有自己的嵌入规则的事件。我的作品也是关于你对这些规则的解释，尽管它是我见解的产物。我对技术如何帮助唤起这些模拟场景中的临场感感兴趣；它向我们反映了我们在现实系统中所扮演的角色，同时传达了一个信号：事情可以而且应该有所不同。

利用计算技术构建一个个临时世界，我结合自己的体验探索包括住房危机、国家权力、对流动的现代性的信心丧失、人类中心主义等议题。尽管主题多样，我的实践受到自我反思和研究的推动，即个人立场在技术、主流意识形态和传统构成的潜规则下如何波动。那些疏离、不信任、短暂的快乐和边缘化的内心感受促使我进一步研究人们如何在忍受心理困扰的同时尝试与更大的动态系统保持一致。我认为虚拟环境是一个被见证的阈限空间，在这里，亲密的情感与政治、社会或道德价值观纠缠在一起。

我采用多学科方法（3D 动画、创意编码、人工智能等）来探索"触及规则"作为赋权的手段。通过颠倒因果关系并扭曲虚拟现实中物体的关系，感知、建立或改变规则的过程带来了治愈、同理心和对个人价值的探索。我将某些情感封装在一个使用游戏引擎创建的世界中，那些转瞬即逝的想法找到了自己的家，按照一定的规则永远循环。此外，我的一些作品的意义源自观众参与集体遵循或塑造规则。我与新兴技术合作，让观众沉浸在模拟场景中，在那里他们可以体验和理解人们在系统中的立场的异同。

我不断尝试构建信任空间，让情感、社会规范和个人观点融合和分歧。在这些有限的世界中，注意力将集中在那些在社会体系被规范化的人摘掉面具后的真实面孔上。在这里，我们重新建立联系，通过达成共识来影响现实规则。